
Title: <i>Mortis Sevrom Pt 1

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Mortis Sevrom
The
Book of Blood Magic
Volume 1

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Introduction:

This tomb is the work of
the Lich Drow De'Abreago.
Dark Tidings to the soul
who pursues to learn its
secrets. The pages of
this compendium contain
spells of a nature that
harness the power of
blood. Beware to the
unexperienced whom should
practice these spells
without preperation, for
they are works of
advanced necromancy.

Compendium

- 1) InFevero
 - 2) CruDanum
 - 3) Deficio Pectrus
 - 4) Ditactum
 - 5) Abore'Lem
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*A Picture of an Ankh
Seeping A Drop Of Blood
Adorns The Page*

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1, InFevero
The Blood Boil Spell:

This spell causes the
body's blood to heat to
unnatural levels. It will
not work against other

undead, particularly those who lack blood in normal quantities.

Casting the spell requires the use of Daemon blood on the hand of the necromancer or object through which the spell is being channeled.

Once Daemon Blood has been applied, focus upon the target victim and use the incantation:
'InFevero.'

The Victim will experience the sensation of the blood heating within their body and when it reaches boiling point the skin will physically begin to bubble. The lethality of the spell is determined by the necromancer's concentration and force of will. With enough focus, the blood boil spell can easily bring death upon any biological subject. Use with intent to seriously harm or kill.

2. CruDanum

The Blood Loss Spell

The purpose of Crudanum is to increase the damage of small wounds a target has received by imposing the victim's ability to stop blood loss. Blood clotting, healing potions, normal means of magical healing will be unable to hinder blood from flowing while attempts to physical block blood flow will cause it to flow from the body faster.

The spells requires the reagent Grave Dust, or else must be channeled through an object that is partially composed of or coated with Grave Dust. The spell is one in which

its use is not only more beneficial when used secretively, but will not work entirely if the incantation is spoken aloud. Instead, to cast the spell, the necromancer must throw a pinch of Gave Dust toward the target while the target is not looking, and within the mind focus on the incantation:

'CruDanum.'

If casting of the spell is effective, there will be no visible sign from its casting aside from an ever increasing amount of blood pouring from even the most miniscule of the target's wounds.

Suggested uses for CruDanum are to weaken enemy forces from the shadows in the chaos of battle, and to keep captives weak and unable to escape imprisonment.

3. Deficio Pectrus

The Heart Failure Spell

Deficio Pectrus is not instantaneous, though it is perhaps one of the most lethal spells within this tomb. In its most subdued form, a half hearted though successfully cast Deficio Pectrus can stop a target's heart from beating for a brief period of time with the possibility of a recovery. Even in the lightest of scenarios, there is no guarantee that a victim's heart will recover in time for the body to survive. When cast with precision and determination, it can shut down a target's heart completely.

Deficio Pectrus requires

the use of both Pig Iron
as well as Daemon Blood.
Though deadly, the spell
must also be cast within
a proximity of three to
five feet. The Red bolt
of energy that is issued
forth from the caster
must make direct contact
with the victim's heart,
or it will be ineffective.
The spell can inflict
damage upon no other
area or muscle of the
body, regardless of the
caster's efficiency.

To cast the spell, get
within the required
proximity of the target
and compress the pig iron
and daemon blood together
in a hand, aiming at your
target's heart with the
other. The incantation:
'Deficio Pectrus'
Must then be spoken
loudly and clearly with
powerful determination.

The result of a
successful Deficio Pectrus
is immediate.

There is only one use for
this spell.

4. Ditactum

Pain Reception Inhibitor

Extreme caution is to be
used upon whomever this
spell is cast. It is both
blessing and curse. The
object of Dictactum is
to reduce the awareness
of injuries and lessen the
pain endured by injuries.
It can be cast on a
subject unaware, thus
making the more
susceptible to death. It
can also be cast before
battle on expenditures to
keep soldiers fighting for
longer periods of time.
Even beasts of burden
can be made to push on

farther and longer under
the effects of a
Ditactum spell.

To cast the spell, firstly
decide the subject to
cast the spell on and the
value of said subject.
Start by cutting a small
incision on the palm of
their hand until at least
a drop of blood is
produced. Sprinkle
Gravedust over the wound
and note that the more
dust that is used the
longer the effect of the
spell will be. Placing
your finger over the
gravedust so that it
mixes with the blood and
is drawn into the body's
blood stream. Speak the
incantation:
'Ditactum.'
After using the
incantation, trace a line
with the powdered blood
from the palm of the
hand up the arm of the
subject.

If done correctly the
blood filled with grave
dust will block normal
pain receptors as it
travels through the blood
stream. All pain will be
reduced to nothing until
the spell wears off or is
broken. Testing that the
spell is in effect is
encouraged, though note
that most subjects will
automatically react to a
wound whether pain is
present or not. Gauge
your observations over
time to prevent false
readings.

5. Abore'Lem The Blood Mutation Spell

Abore'Lem is both blessing
and curse, with perhaps
the most versatile
capability of the spells in

this compendium. Relying solely on the will of the necromancer, the purpose of the spell can be as harmless but useful as disguising one's physical appearance. With darker intent however, Abore'Lem can also be used to mutate and disfigure an enemy's body, making them unable to fight or perform certain feats.

The spell requires the intake of bat wing in the subject that is to be mutated, whether it be the necromancer themselves or a separate target. With very strong force of will, the necromancer must make eye contact with the target, or in case of themselves, their own eyes in a mirror.

The incantation,
'Abore'Lem'

Must be said loudly and clearly, and repeated over and over. A mental image of the figure the necromancer wishes to produce must remain in the mind until the physical body matches.

This spell is not fatal, though potentially extremely harmful.